Shift 2D Matrix (View)

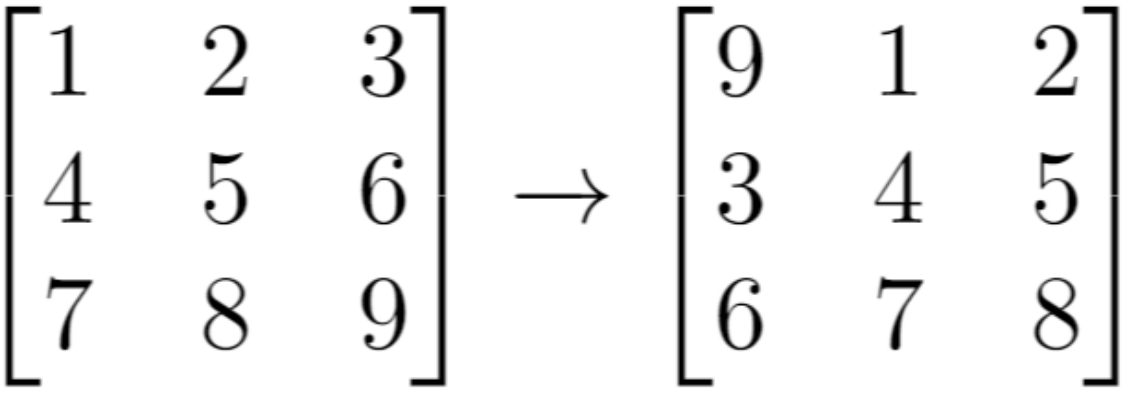
Given a 2D `grid` of size `m x n` and an integer `k`. You need to shift the `grid` `k` times.

In one shift operation:

- Element at `grid[i][j]` moves to `grid[i][j + 1]`.
- Element at `grid[i][n - 1]` moves to `grid[i + 1][0]`.
- Element at `grid[m - 1][n - 1]` moves to `grid[0][0]`.

Return the *2D grid* after applying shift operation `k` times.

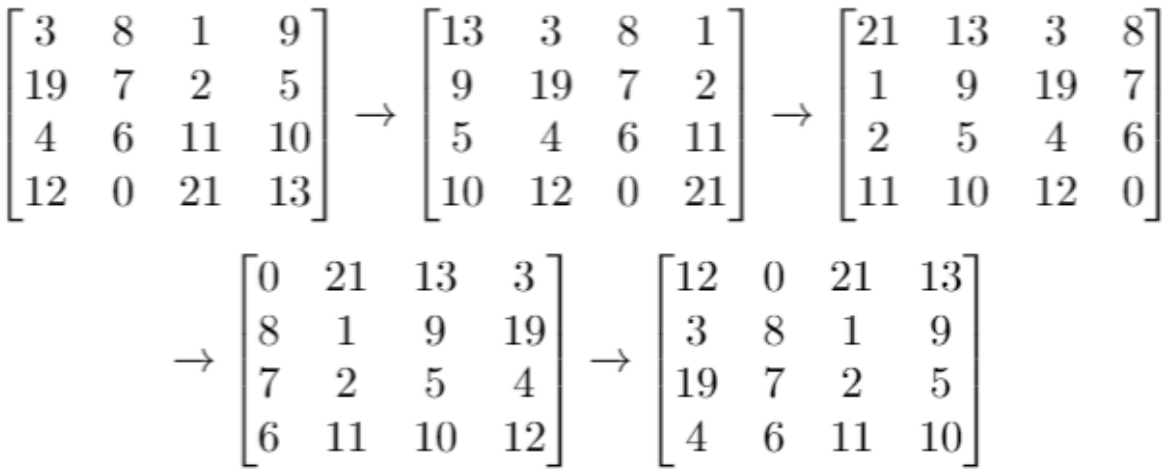
Example 1:



```
Input: grid = [[1,2,3],[4,5,6],[7,8,9]], k = 1

Output: [[9,1,2],[3,4,5],[6,7,8]]
```

Example 2:



```
Input: grid = [[3,8,1,9],[19,7,2,5],[4,6,11,10],[12,0,21,13]], k = 4

Output: [[12,0,21,13],[3,8,1,9],[19,7,2,5],[4,6,11,10]]
```

Example 3:

```
Input: grid = [[1,2,3],[4,5,6],[7,8,9]], k = 9

Output: [[1,2,3],[4,5,6],[7,8,9]]
```

Constraints:

- `m == grid.length`
- `n == grid[i].length`
- `1 <= m <= 50`
- `1 <= n <= 50`
- `-1000 <= grid[i][j] <= 1000`
- `0 <= k <= 100`